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Computer
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JOURNAL

April, 1993

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STORY ON PAGE 15

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Pounding the 8-Bits.....4
Bob Woolley

8-Bit Disk of the Month.....6
Bob Scholar

From Genie.....8
Part 1 of an online
conference with Bob Brodie

Minutes.....14
Jim Moran

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Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

April 1993

I should list the documentation that you should have to make these IDE drives work since I was somewhat hit and miss here in the Journal. It all started in May of 1992. There are IDE specs and such in that first article. Did not pick it up again until December of 1992 when I did the schematic for the interface. January of 1993 has some operating code and design specs. Finally, March has more code and specs. You will need all of this information to have any chance of following this project, OK? I do have copies of all of this (somewhere), so you can always write to me for the complete set.

For this month I'll start the code by tying into the OS code itself. I am using the 800XL OS (also found in XEs) as chip #CO61598B. If you don't use that exact chip, guess what? This isn't going to work! For you 1200XLs out there, either burn some EPROMs or modify your machine to take the Atari chip (I have the instructions for that, too). If you poke around in the OS, you will find that SIO calls start at \$C933. The OS checks for a PBI device first and then does a JSR to normal SIO at \$C95B. What we will do is to alter that JSR (line 110) to point to our code (at \$0600 for the moment). Our code will then check for device D2: (the IDE drive - line 140 thru 190) and if it is NOT D2:, then JMP (line 220) to the normal SIO code at \$E971. When the SIO is complete, the computer will RTS back to \$C95E where it should be. This is the standard method of breaking into code. Just redirect a JSR to your code and JMP to the old code if you want it executed, or RTS back to the main program if you don't. We will not JMP to SIO if we do IDE access and will JMP if we don't.

I am making a couple of simplifications here. One is to call the IDE drive D2:. This makes it easy to use DOS 2.0 on it without adding more drive buffers to the DOS (DOS 2.0 only has two drives configured D1: and D2: - adding more drives increases LOMEM which may cause you problems). This is not a requirement to implement an IDE drive! You may use any (or multiple) drive addresses for the IDE. Using D1: however, will require that you compensate for my second tweak - only 256 bytes sectors can be transferred. The drive must transfer 128 byte sectors in order to be able to boot the first 3 DOS sectors. Both of these limitations can be fixed, but I want to keep it simple for the moment. Once I get this thing humming along as D2: with 256 byte sectors, then we can add some goodies.

So, we are in the IDE code.... (line 240) First task is to decode the command in \$0302. There are only 5 commands that we will respond to: status, format, read, and two writes. For the status and format commands, we do not need to transfer a sector of data, so we will configure them first. The status code starts at line 480. It's functions duplicate the old ramdisk code that I wrote some time ago (all this code is based on either old ramdisk code or the SIO code from the 800). The object of this is to return the data a program expects to see from the SIO code even though we do not use the SIO buss. This will keep most old software happy with our new addition. The format command (at line 560) does not really format the IDE drive - you should never actually rewrite the format of an IDE disk. All we do is load the data as if we were an old 810 and return. These two segments are easy.

The read and write routines are a little tougher. As in the code from January, we will use 16 heads and 16 sectors per track. The code at line 1070 will convert the sector values in \$0304 and \$0305 into sector, head and cylinder and store them in the controller. The read (line 680) and write (line 850) routines will move the sector data from or to the drive and the getstat routine (line 1000) will return us to the calling program with status. Piece of cake....

As you can see, the code is not complete. The basic structure is there and the major blocks are filled in. We know the data transfer works just fine for the read (from January). The write should also work - just in the other direction. The status and format commands are pretty much a given. So, what's the problem? Actually, the hard part is not what to do when it works, but how to handle errors. You can't (shouldn't) write programs that can hang your computer just because something failed to work properly. So, the last task is to write the initialization and error routines.

C U next month.


```

0100  *=$C95B
0110  JSR $0600
0120  ;
0130  *=$0600
0140  LDA $0300
0150  CMP #$31
0160  BNE JMPTOSIO
0170  LDA $0301
0180  CMP #$02
0190  BEQ IDECODE
0200  ;
0210  JMPTOSIO
0220  JMP $E971
0230  ;
0240  IDECODE
0250  LDA $0302
0260  CMP #$53
0270  BEQ STATUSCMD
0280  CMP #$21
0290  BEQ FORMATCMD
0300  CMP #$52
0310  BEQ READCMD
0320  CMP #$57
0330  BEQ WRTCMD
0340  CMP #$50
0350  BEQ WRTCMD
0360  ;
0370  CMDREJ
0380  LDA #$01
0390  STA $02EA
0400  LDA #$8B
0410  ;
0420  RETURN
0430  STA $0303
0440  TAY
0450  SEC
0460  RTS
0470  ;
0480  STATUSCMD
0490  LDA #$00
0500  STA $02EA
0510  STA $0308
0520  STA $0309
0530  LDA #$01
0540  BNE RETURN
0550  ;
0560  FORMATCMD
0570  LDA $0304
0580  STA $0032
0590  LDA $0305
0600  STA $0033
0610  LDA #$FF
0620  LDY #$00
0630  STA ($32),Y
0640  INY
0650  STA ($32),Y
0660  BNE STATUSCMD
0670  ;
0680  READCMD
0690  JSR SETREGS
0700  LDA #$20

```

```

0710  STA $D1A7
0720  LDY #$00
0730  LP1 LDA $D1A7
0740  AND #$80
0750  BNE LP1
0760  RDLP LDA $D1A7
0770  AND #$08
0780  BEQ RDLP
0790  LDA $D1A0
0800  STA ($32),Y
0810  INY
0820  BNE RDLP
0830  BEQ GETSTAT
0840  ;
0850  WRTCMD
0860  LDA #$30
0870  STA $D1A7
0880  LDY #$00
0890  LP2 LDA $D1A7
0900  AND #$80
0910  BNE LP2
0920  WRTL LDA $D1A7
0930  AND #$08
0940  BEQ WRTL
0950  LDA ($32),Y
0960  STA $D1A0
0970  INY
0980  BNE WRTL
0990  ;
1000  GETSTAT
1010  LDA $D1A7
1020  AND #$01
1030  BNE ERROR
1040  LDA #$01
1050  BNE RETURN
1060  ;
1070  SETREGS
1080  LDA $0304
1090  STA $0034
1100  LDA $0305
1110  STA $0035
1120  LDA $030A
1130  AND #$0F
1140  CLC
1150  ADC #$01
1160  STA $D1A3
1170  LDA $030A
1180  AND #$F0
1190  LSR A
1200  LSR A
1210  LSR A
1220  LSR A
1230  ORA #$A0
1240  STA $D1A6
1250  LDA $030B
1260  STA $D1A4
1270  RTS
1280  ;
1290  END

```

OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1103 - March, 1993

General Comments:

The latest news about the new AC (Atari Classics) Magazine is that the subscriber list is over 450 and still increasing! When it gets over 500 we should see some changes! I am still doing my best as Advertising Editor.

Our 12/92 disk (#1012) had some excerpts from DISKUTIL by Les Wagar, and we added his complete disk to our library of 'Specials' in January- see SLCC disk No.013. An updated version (Rev. 07/07/92) appeared on the March 1993 AIM disk. If you bought one of these, bring it in and we'll exchange it for the new Revision.

Four DOC. files on this disk are in Word Processor format (CRs only at the ends of paragraphs):- see below. Two (including the SLCC1103.DOC) are in 40 column format.

D.O.M. Summary:

This disk has 9 programs; with a total of 34 files. This isn't as bad as it sounds- if you read the DiskDOC below. Only one program has multiple files (15) which offer guides for the serious (and Professional?) Blackjack player. As always, you'll find info. for all programs on this disk, if you are willing to read the DOCs.

The two 'FEATURED' programs are:
(1) SURVIVAL.BAS- or Desert Survival.
(2) Clarke Cant's BLACK JACK UTILITY.

Contents - Disk #1103:

FROM:-

ASTEROID.BAS (+DOC) an arcade style action game for one player & J/S.

BOMBER.BAS (+DOC) action game for 1 player- also with J/S.

EMPIRE- a BASIC text Adventure/game or strategy war game. To Run it, and to see instructions, you load the file MENU.BAS.

FOLDRLBL.BAS is a UTILITY to print labels for manila file folders on several printers. It has no DOC-

LIST the code and read the REMs. NPACODES.BAS (+DOC) is a UTILITY to show locations of area codes. SURVIVAL.BAS (+TXT) can probably be called a Game/Simulation, or Tutorial. The subtitle is "Desert Survival" which tells it all.

BACK:-

CCBJUTL (DON'T look for a file with that name!) is a collection of 15 files, constituting Clarke Cant's Black Jack Utility- for serious & professional players. It has its own MANUAL:- see below.

LUCASDEM.OBJ- is an impressive DEMO from Lucas Films. Use DOS "L" to Load it.

MYDOS Ver 4.5.1M is MYDOS:- updated with a "patch"- it supports 1 MEG RAMdisks. Its for use with large memory upgrades;- but I don't see why it cannot be used generally. I'm sure somebody will tell me if I'm wrong!

Program Details:

ASTEROID.BAS:- from the December AIM disk, is a Game with 5 levels, by Paul Lefebvre, for 1 player with J/S. It has a short, but adequate DOC.- in Word Processor format.

BOMBER.BAS is another Game for 1 player with J/S. This one is by Paul and Michelle Lefebvre. It was on the January 1993 AIM disk. It also has a short, but adequate DOC in WP format. It has nine levels. Both are fun to play, even though the scoring is hard to understand.

LUCASDEM.OBJ was on OHAUG's 2/93 disk. It has no DOC. You must LOAD it with DOS "L", not from the Menu.

MYDOS:- the version on the back of this disk is 4.5.1M, as explained above. It was on the 1/93 AIM disk. I have been using it- in place of the version 4.5 without any problems. I don't have a 1 MEG upgrade, but I was curious about it. Let me know if you

have any bad experiences with it!

EMPIRE is a strategy war Game by Larry and Kevin Scott;- from the 1/93 AIM disk. You load the file MENU.BAS to play. It gives you very complete instructions.

FOLDRLBL.BAS is a BASIC UTILITY to label manila folders. It's by Ron Fetzer & Alex Pignato (of OHAUG) from the February 1993 AIM disk. It works with the XMM801 and Epson compatible printers. There is a sideways printing option. It's Self explanatory in a humorous way (no DOC)! List it and read the REMs for more information.

NPACODES.BAS is a UTILITY which can tell you the general location of any area code in the United States; & some foreign countries. The DOC is in 40 column format.

SURVIVAL.BAS (from AIM 12/92) by Charles Kormos & N.A.S.A.; tests your ability to survive a plane crash in a desert in the southwest U.S. Read the scenario and examine the articles you salvaged. All the information needed and equipment necessary for survival are right there. Decide on a plan of action, and assign priorities to the items in that plan.

You then check to see if you would have survived. Scoring 40 points or less indicates a reasonable chance to survive. If higher,- try again.

After you're done scoring yourself you can look at what the experts have to say about your basic ideas. Have fun, and be glad it was only a test!

CCBJUTL (or Clarke Cant's Black Jack Utility)- is a group of 15 files including a MANUAL which explains all of them: with references to two books plus an article by him. When you read it, you'll see it was a whole disk in the original format. It also includes statistical analyses of play. It was on the AIM disk for February 1993.

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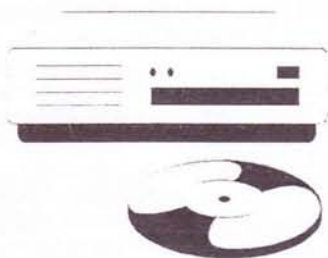
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Special Edition Friday Night Real Time
Conference March 5, 1993

Dateline Atari! with Bob Brodie
Special Guest - Eric Smith

Host - Lou Rocha

<ST.LOU> Once again it is my great pleasure to welcome Bob Brodie, Director of Communications for Atari Corp. to our monthly edition of Dateline Atari! We also have the added honor of a special guest - none other than the original author of MultiTOS, Eric Smith! Welcome to both of our guests.

This is a special night for Atarians for another reason. Tonight we expect to hear the long awaited news of Falcon030 shipping plans and US prices. For several months we have followed the saga of Falcon production and related software development. Last month we got an excellent preview of Atari Works, the integrated wordprocessor, database and spreadsheet.

Tonight we will hear about the long awaited (almost legendary) debut of MultiTOS - Atari's multitasking operating system. Without further ado, let's have the opening comments from Bob Brodie. <Bob told me there was a TON of info, so settle back and enjoy> Go Ahead, Bob! Lou and the rest of the gang here at the ST Roundtable!

<BOB-BRODIE> Once again, I'm delighted to be here for our monthly gathering at Dateline: Atari! This month, I'm pleased to offer something a little bit different from our normal fare. I've asked Eric Smith, from the Software Engineering Group here at Atari, to join us online to discuss MultiTOS. I know that you're all very anxious to hear as much as possible about the capabilities of MultiTOS, and Eric is just the man to answer all of your questions about MultiTOS. As many of you may know, Eric developed a program called MiNT (which stood for Mint is NOT TOS). Originally, MiNT didn't multitask with GEM applications, but rather gave users a multi-tasking environment to operate TOS applications from. MiNT is now incorporated into MultiTOS, and has changed dramatically since Eric first wrote it. Obviously, we were impressed enough with his efforts to offer him a position within Atari! <grin>

Before we begin with the MultiTOS portion of our CO, I'm sure that you are all very interested in the status of the delivery schedule for the Atari Falcon030 here in the US. We have had a small setback in the manufacturing of the unit. One of our suppliers is running about 10 days behind in providing us with a

couple of components that we need for the US machines. This means that the machines will probably arrive in late March to early April.

The reception that we've had for the machines has been nothing short of sensational!! The phone has been ringing constantly, with many people interested in signing up as Atari dealers. As you might expect, the main interest is coming from the music field, as few other computer systems can match the digital sound capabilities of the Atari Falcon030 right out of the box!! We have enough orders in hand that we expect to be sold out quickly. This is the same type of reception that the Falcon030 has gotten in the rest of the world, for instance in Germany, where it was literally sold out in a matter of hours!!!

Much of our efforts here in Sunnyvale over the course of the last month has revolved around finalizing plans for dealer agreements. It is our hope that we'll be able to restore the value of an Atari dealership, and help the dealers be able to be more profitable. We will be soon going over the new arrangements with all of our current dealers, as we release the pricing, and other sales related information to our current dealers.

Now, we'd like to tell you a little bit about MultiTOS! While this file is a little bit long, it will give you a pretty good idea of what the capabilities of MultiTOS are.

MultiTOS provides your Atari computer with multitasking, the ability to run more than one application at a time. Since your computer spends much of its time waiting for user input, multitasking makes more efficient use of processing power--when one application, say, your word processor, is waiting for input, the rest of your computer's attention is turned to other tasks.

MultiTOS includes several important features that make multitasking reliable and efficient. Adaptive prioritization gives the most processing power to the most important program running--the word processor you're typing into receives higher priority than the processor-hungry compression program running simultaneously in the background. Memory protection prevents one program from interfering with another active program's data in memory. And if one program quits unexpectedly or "crashes," MultiTOS protects other applications, which continue to run; only in the most extreme circumstances will you need to restart your computer.

MultiTOS runs existing, correctly-written TOS programs--as many as your computer's memory allows. Some programs are already being upgraded to take advantage of MultiTOS features, and more programs written especially for MultiTOS are on their way, from Atari and third-party companies.

MultiTOS can run as many programs simultaneously as will fit in memory; GEM programs, Desk Accessories, and TOS programs can all peacefully coexist under MultiTOS. You can move from one to the other, using whichever you need. When one program is busy, you can set it aside and work on something else until it's done. When you finish with a program and exit it, the memory it occupied is freed for other tasks.

All running programs share the screen, each putting up its own windows; with several programs running, windows may overlap or be hidden altogether by one another. The application that receives input, like keystrokes, from you is called the foreground or topped application, and other programs running simultaneously are background, or untopped applications.

Unlike TOS, MultiTOS allows you to operate any window's gadgets to move, resize, or scroll the window, even if the window is not topped. When you click within a window (but not on its gadgets), that window is topped, and so is the application that owns it. The topped application's menu bar is displayed, unless it doesn't have a menu bar--in that case, the menu bar is unchanged.

Running GEM programs under MultiTOS is straightforward: simply double-click the program's icon. The MultiTOS Distribution Kit includes two simple GEM programs, "Clock" and "Lines." Double-click on CLOCK.APP, and an analog clock appears in a window, but the Desktop's icons and menu bar are still visible. Double-click on LINES.APP, and a graphics demonstration appears in a window. Resize the Lines window so that you can see the clock and some of the Desktop. Both programs and the Desktop are running simultaneously! From here, you can run still other programs, or perform Desktop operations like file copies.

Desk Accessories and MultiTOS

As with TOS, you can access your Desk Accessories from the "Desk" menu. Unlike TOS, MultiTOS can load Desk Accessories as you need them. Double-click on a ".ACC" file to run it, just as you would another GEM application. You may want to keep only the essential Accessories loaded at all times, and load others when needed. You can do this by putting your ".ACC" files in a directory other than the root of drive C:.

TOS programs present a special problem for multitasking, because they usually assume they are the only programs running, and that they have the whole screen to themselves. Since TOS programs don't know how to share the screen, MultiTOS does it for them, by giving them their own "screen," within a window. When you double-click a ".TOS" or ".TTP" program, MultiTOS runs another program, "MINIWIN," which sets up a window in which the TOS program runs. MINIWIN lets you select the size of the window TOS programs are given, and the font they use. You can change this information by choosing "Configure..." in the leftmost menu when running a TOS program. Note: TOS programs assume they're using a "monospaced" font, where all characters are the same width. MINIWIN allows you to choose "proportionally spaced" fonts, where a "w" is wider

than an "i," for example. If you choose a proportionally spaced font, the program may look strange, but is otherwise fine.

When several applications are running, the topped application presents its menu bar and receives your keystrokes. The others are in the background, where you can still move and resize their windows, but you can't click on their menus or give them keyboard commands. MultiTOS provides several ways to manage all the applications you may have running, and to choose which of them is topped.

The leftmost menu in the menu bar is called the "Desk" menu, because that's what it's called when the Desktop is topped. When another MultiTOS-friendly application is run, and the application has its own menu bar, the application's name replaces "Desk" in the menu bar--this is one way to tell which program is topped. Some older applications will not do this, but will otherwise work fine.

The Desk menu contains the names of all installed Desk Accessories and below, the names of all applications currently running, with the topped application indicated by a checkmark. You can top another program by clicking on its name in this menu; its windows (if it has any) spring to the front, and its menu bar (if it has one) appears.

You can run as many programs as your available memory allows, but there are reasons why you may not want to. Often, there is very little difference in system performance with several programs running, since many of these programs are just waiting for input. When programs are actively processing, or reading and writing data on a disk, they consume more of your Atari's processing power. You may be tempted to leave things running in the background because it's so easy, but if they make too many demands on the system, performance will suffer. It's best to shut down any programs you're not planning to use, just as you would exit them in TOS. This makes the most memory and "computing horsepower" available for the programs you really need. Experiment, and see what combinations of programs work well together.

Shut programs down with MultiTOS the same way you would with TOS: save whatever you're working on, then select "Quit," click the "close" gadget on a window, type "exit," or whatever. This gives the program a chance to save and close any files it has open and exit cleanly, returning your computer to its normal state. As always, it's best to save your work and exit from all running applications before restarting or turning your computer off.

Occasionally, a program may "hang" in a state where it is no longer running correctly, but does not exit. When this happens, you can shut the program down from the Desktop. Select "Install Devices" under the "Options" menu, then open drive U:, and then the "PROC" folder. This folder contains "files" that represent all the programs currently running under MultiTOS, along with parts of MultiTOS itself. To stop or "kill" a program, simply drag it to the trash. Be very careful with this technique. Kill only programs which have not responded otherwise, or are otherwise behaving incorrectly. Be careful what you throw away, because it is possible to shut down a part of MultiTOS itself, after which it can be difficult to recover without

restarting. If you aren't sure what something is, don't kill it.

Although Atari has made every effort to accommodate even ill-behaved TOS programs, you may occasionally encounter programs that are not compatible with MultiTOS. These programs may "crash," (exit unexpectedly) or "hang," (keep running without accepting input, refusing to exit). Usually when this happens, MultiTOS continues unharmed, along with any other programs running at the time of the crash. Sometimes, if a program crashes in an especially spectacular way, it can interfere with other parts of MultiTOS operation, or other programs. If you see error messages on your screen, or if you notice peculiar behavior from other programs, save your work and reboot your computer. Try to isolate the problem to the particular program and action that caused the crash, and report the problem to the program's authors or publisher.

When you encounter a program which doesn't run under MultiTOS under any circumstances but you need to run nevertheless, you can temporarily disable MultiTOS, and restart your computer with TOS. To do this, save any work in progress, shut down any running applications, and restart your computer. You can use the Reset button, or hold down <Control> and <Alternate> and press <Delete>. Immediately after restarting, hold down the left <Shift> key. You will be asked, "Load MultiTOS? (y)es (n)o." Press the <n> key, and your computer will start up without MultiTOS.

With the power of MultiTOS comes responsibility. Since some older programs expect to be the only thing running, they may not guard against some things which can happen "when their backs are turned." You can avoid these problems by not using one program or the Desktop to interfere with another active program. For example, don't move configuration or open document files for your word processor while it's running; the program may assume the files are in their original place, and behave unpredictably. Similarly, be careful with programs that manipulate disk data directly; don't run a hard disk defragmentation program in the background and save a file to the same disk, or the results could be unpleasant. As more MultiTOS-aware programs become available, these problems will be minimized.

That concludes our opening remarks about MultiTOS, Lou. We're ready to take on all the questions that our guests might have tonight! Naturally, we're prepared to answer MultiTOS questions as well as almost anything else they might want to discuss with us.

<ST.LOU> Thanks for the preview of MultiTOS. Several people have their hands/raised so let's get to them right away. Our first question is from B.AEIN. Go ahead Bman...

<[Bman] B.AEIN> Bob, can you talk about new dealers, the Falcon 040, or the Jaguar? Will there be coverage in mags like Popular Science? What extras will be included with the Falcon? MTos on ROM? Thanks for being here Bob. GA!

<BOB-BRODIE> Hi Bman, we've gotten a number of enquiries from new dealers. I expect to be able to expand our dealer network dramatically, and quickly as well. Among the most exciting thing to the new

dealer prospects is the fact that they will actually make MONEY selling Atari Computers, unlike the skinny margins that most clone dealers presently have to live with. Re the Falcon040: Sorry, no comment about any 040 products. The Jaguar, our 64 bit game console machine is due out this summer. The Falcon will ship with MultiTOS, Atari Works, Speedo GDOS, and the other 8 applications that we previously indicated.

<ST.LOU> Thanks Brian. Next we have Dave Shorr.

<[Dave] D.SHORR> Bob, what is the Status of the dealer demo unit program and Atari's service agreement with GE? GA.

<BOB-BRODIE> The dealer demo program is going to happen, naturally dependent on the dealer accepting our new dealer terms and conditions. as for the GE program, there are legal issues that are impeding that event from going forward. Unfortunately, I don't know when it will, or if it will happen. However, the Falcon030 in reality only has about 6 components to it: The ram board, the floppy, the hard disk, the power supply, the keyboard, and ... the motherboard. This makes it very easy for just about anyone to be able to service the Atari Falcon030. ga

<ST.LOU> Thanks. OK Steve Miller has been waiting. GA

<[IRATA native] S.MILLER58> Will MultiTos have the capability to open an individual application multiple time? And will there be a unix style command line capability? Or is MultiTos far from being anything like UNIX running an x-windows type of envir.? and when it is going to be available ?

<[Eric Smith] ST-GUEST> Yes, you can open applications multiple times (assuming the application supports this; most do). You can use most of the available command line interpreters for the ST under MultiTOS, and they will run (like any .TOS or .TTP window) in a window. Much like xterm under X windows, if you're familiar with that. MultiTOS is going to ship with Falcons, and will be available for users shortly afterwards. ga (By "users" I meant "non-Falcon" users, obviously <grin>).

<[IRATA native] S.MILLER58> Will, MultiTOS support SLIP so that I can use my DECstation's graphics capabilities at home? err if I used the terminology correctly.

<[Eric Smith] ST-GUEST> We don't have SLIP support build into the OS, but people could add this on with easily, using MultiTOS's loadable device driver and file system features. ga <ST.LOU> Next we have Chris Cassaday

<[Fiesta Atari] C.CASSADAY> Bob or Eric: TOS and TTP programs sound like a pain. How do programs like ARC Shell and XYZ shell work under MTOS? Concerning the desktop environment while running several apps: Does the [B]ottom to Top feature of TOS 3.06 work on windowed applications like it would on normal directory windows? Also, can you use the right mouse button to manipulate applications in the background in the same fashion? ga...

<[Eric Smith] ST-GUEST> Older versions of ARC shell didn't work under MultiTOS, but perhaps there will be a

new version that does. The [B]ottom to Top feature works only on the desktop's windows; there is a new key (control-alt-tab) for cycling between applications. Some applications (MultiTOS aware ones) will let you manipulate them while their in the background; for these applications you don't even need to hold down the right mouse button, it all happens automatically! GA

<ST.LOU> You look pretty comfortable there, Eric! Ready for JCD from NewDimensions?

<[JCD] NEWDIMENSION> Evening Bob. Has Atari decided on how MultiTOS will be distributed to owners of current Atari computers? MultiTOS is running GREAT on our TT and Mega STE. Congrats to Eric on a job well done!!

<[Eric Smith] ST-GUEST> Thanks, JCD

<BOB-BRODIE> Jeff, it looks like we'll have to sell MultiTOS rather than ... upload it to the online systems. We have an arrangement with... DRI that requires that we pay a licensing fee for the use of GEM on a per unit basis. So we will be working on packaging and of course, pricing for MultiTOS in order to sell it to the user base so we can honor our contract with DRI. ga

<ST.LOU> Bob, we now have James Vogh

<[James] J.VOGH> I have a MIDI question. Is there any software which will allow the falcon to have the capabilities of a sound module such as the Roland sc-55? Ga

<BOB-BRODIE> James, I'm afraid that I'm not familiar with the capabilities of the Roland sound modules, and our music expert James Grunke isn't in the office at this time. I'm afraid that I'm not up to speed enough to answer that. My gut reaction is that it is possible, but I don't think that there is such an application at this time. ga

<ST.LOU> OK, now we have Robb Albright

<[Robb/PAC prz] R.ALBRIGHT7> Eric, is there a feature in MultiTOS to allow minimising of running-program windows, and if so, what does it require of the program to allow this to happen. ga

<[Eric Smith] ST-GUEST> No, minimization isn't built in to the OS. However, we will be publishing a specification soon to allow programs to do this. Basically, your program should just make its window very small and move it to a corner of the screen. There are calls to allow you to check to see if any other windows are at a spot, so that you can find an empty place. GA

<ST.LOU> OK... John Kuehn.. you're on

<[John] JKUEHN> Bob, What is the current status of Atari Kodak and the Photo CD?

<BOB-BRODIE> John, our contract is a done deal. We're awaiting the final versions of the developer tool kit which is being ported to our platform by one of the developers from Germany. We had expected to see something in about January time frame, but there have been delays on his end in getting the product finished. Naturally, we're very anxious to see this completed. ga

<[John] JKUEHN> Also will the multitos package come with .XFS CD-ROM drivers? I Kodak developing the tool kit?

<[Eric Smith] ST-GUEST> No, the MultiTOS package will not come with the CD-ROM driver. It will be available later as an add-on, I think.

(Ed. Note - Due to a system problem, ST.LOU was disconnected and back up RTC sysop Mike Allen assumed RTC leadership.)

<BOB-BRODIE> Well, let me finish up the question that John asked, and lets' try to keep a QUIET demeanor in the next few minutes. John, in answer to your question about Kodak...They provide the source code to the Photo CD software system. From the source code that they have provided, we port the code to our platform. This is the very same procedure that is done with the port to MS-DOS, and to the Macintosh platform as well. Mike, take it formal, please. :)

<MIKE-ALLEN> Sorry folks - I don't have Lou's raised hand list. I'm going to have to fake it for a while. hold on while I get a piece oof paper Ok, I have Craig Servin with his had up as well as a few others. Go ahead craig

<[Craig Servin] C.SERVIN3> Is the new Desktop smart enough to deal with longer file names? Also does MTOS give the 3D AES gadgets to TOS < 4.0 machines? ga

<[Eric Smith] ST-GUEST> The desktop doesn't deal with longer file names yet (future releases will, I hope) The 3D gadgets are built into MultiTOS and will work on all machines. GA

<MIKE-ALLEN> Next is A. Warner

<A.WARNER6> Thanks Mike, Good Evening Bob and Eric My question is : If delays continue to persist will the Multi-Tos and other New Atari programs ship? ga Sorry I meant delays with the Falcon <BOB-BRODIE> MultiTOS is on the machines that are coming from the factory. We indicated that in the beginning of the CO, sorry you missed.. it. ga

<MIKE-ALLEN> S.Miller

<[IRATA native] S.MILLER58> How much memory will I need to realistically run multiple apps.? The reason I ask, is I use PageStream a lot on my 4 meg TT and it seems to GOBBLE memory. So, will I be looking at upgrading to 8+ to mt btw PS and other programs? and does it look like any virtual screen programs are going to work with MT? GA

<[Eric Smith] ST-GUEST> Obviously it depends on the applications. I would think that if you're already finding 4 megs tight, then upgrading to 8 megs is a good idea. 4 megs is pretty much the minimum for doing "serious" work. And yes, most "virtual screen" programs work with MultiTOS. GA

<MIKE-ALLEN> Next is Sean from TWS

<[Sean@TWS] S.DOUGHERTY1> Good Evening Bob & Eric, Does MultiTOS allow manual adjustment of the priority, and does it display the current priorities? Does the HD on the Falcon030's contain demos of

software? Lastly, do windows that are inactive still update? GA

<[Eric Smith] ST-GUEST> The priority can be adjusted "manually", but that isn't available on the desktop; I'm sure some enterprising developers will release software to do it :-). Windows that are inactive can still update, yes. Falcons ship with a variety of applications (which work both with and without MultiTOS). GA

<BOB-BRODIE> Re the demo software... We will have a separate arrangement with our dealers to get them

<[pat] P.FORISTER> Bob, can you tell me a little bit about the surround sound capabilities of the Falcon? GA

<BOB-BRODIE> Pat, most of that is not directly dependent on the Falcon, but rather on the specific application that is running on the Falcon. For instance, the Audio Fun Machine application that we ship with each Atari Falcon030 uses the DSP chip to create a surround sound type of effect. This is a capability of the DSP that is documented, and available to anyone wanting to create those types of effects with their Atari Falcon030. ga

<MIKE-ALLEN> Chris from San Antonio is next

<[Fiesta Atari] C.CASSADAY> I've been wondering about this particular question for a LONG time. With MultiTOS, will it be better to run STalker as an .ACC or a .PRG? Will the 'Favour Concurrency' option help at all? For the new AES 4 icons features, is a new icon editor being written by someone? And finally, is it now realistic to think of a TT030 as a file server in a LAN using MTOS and Dragonware networking software? Seems like a tremendous opportunity to sell Atari LAN set-ups with things like Atari Works to use in the office environment. ga...

<[Eric Smith] ST-GUEST> I run STalker as a program. It seems to work very well. (I'm not sure what difference the "Favour Concurrency" option makes; I haven't felt the need to try it <grin>. I haven't tried out the Dragonware networking software, so I don't know whether it would work well or not. GA

<MIKE-ALLEN> Next is James

<[James] J.VOGH> I have a lynx question When will Eye of the Beholder be released? GA

<BOB-BRODIE> James, I don't have a specific date for it at this time, only that it will be available later on this year. Sorry I can't be more specific for you at this time. We do expect to have more games coming out for the Lynx at the rate of one to two titles a month throughout the rest of 1993. ga

<MIKE-ALLEN> now for our favorite archivist, CHARLIE.

<[Charlie] ARCHIVIST> Hi Bob and Eric! I have two questions for you, not related to MultiTOS, as much as I'm panting for it. Sounds like you've done a super job Eric, Thanks! First Question, what's the status of MetaDos 2.0? we had someone looking for it, and I know I'm eager to see it. GA on that one

<BOB-BRODIE> Charlie, I think it's a done deal, and we

licensed it to ICD in order for them to release it with their HD utilities. The problem on our end was that the Atari host adapter didn't support the full SCSI command set that was needed in order to be able to utilize the CD roms. Since ICDs did, and their software/hardware is so popular, it seemed like a reasonable decision to make. We'll have CD ROM drivers for MultiTOS. ga

<[Charlie] ARCHIVIST> Oh that's what happened to it. I knew the Link handled CD-Roms but I thought there was an Atari program still pending. Ok, second question, I have a nice idea for a semi-regional marketing thing. who should I contact to pitch this at with Atari Canada sonambulant ga

<BOB-BRODIE> I'd approach a fellow Canadian who's residing here in Sunnyvale right now. His name is Garry Tramiel. :) You can fax him at 408-745-2088, or send Snail mail. He won't come on-line.....YET. ga

<MIKE-ALLEN> Now tim @ aeo who has been very patient.

<[Tim@aeo_mag] T.WILSON14> Hi guys, ok, kinda a two parter - one, does atari in general have plans for ethernet ports or options on their machines in the future, and how about sockets or tcp/ip in multitos.

<BOB-BRODIE> Hi Tim, we'll both answer this one. Re the Ether net ports, not on the current machine, although there are parallel and SCSI ethernet adapters that can be used with the Atari Falcon030. All that is needed is for software to be created to know that it is there. We've discussed doing such a project here, and there is of course, also the enterprising Chris Latham at Power Point Technology (PowerDOS) that is very capable of doing such a project. I'll let Eric handle the TCP/IP stuff...ga

<[Eric Smith] ST-GUEST> As I mentioned, it's easy to add new devices or file systems to MultiTOS; they can be loaded at boot time. I've heard that some people in Germany are in fact working on tcp/ip software using this mechanism; no doubt some other developers are too. I don't have any dates or future details, though. GA

<MIKE-ALLEN> Now for B.Carnahan

<B.CARNAHAN> Eric, Can a GEM app running under Mtos switch screen rez without confusing Gem in using AES functions? Ga

<[Eric Smith] ST-GUEST> No, because other applications that are running would still be using the wrong resolution. We have published a way to cause a resolution change, but it requires shutting down all other running applications, so it's not really a "nice" thing to do. GA

<MIKE-ALLEN> And heeeerees DOT

<[Baaad Dot!] D.A.BRUMLEVE> ST Format has recently reported that some 150 leisure devs in the UK are working on Falcon games. Any truth to this? If so, when will the first ones be out?

<BOB-BRODIE> Dorothy, I cannot confirm the exact number of developers in the UK that are working on

the games, that's more Bill's area... and he's snuck off to his home for the evening. I can tell you that at the last meeting we had, he did say that there were over 35 Falcon "capable" games, that would use DSP sound, etc, that were on target to be delivered in June of this year. ga

<MIKE-ALLEN> Here is Chris from Texas again

<[Fiesta Atari] C.CASSADAY> Bob, so... MTOS won't be available until after the Falcon is available? I'm REALLY looking forward to purchasing MTOS. (If you couldn't tell already.) Any idea of pricing on Atari Works, SGDOS, or MTOS? ga..

<BOB-BRODIE> Chris, at this point that is correct. MTOS won't be out for the other users until after the Falcons hit. I'm pleased to hear that you are so interested in getting it, though. The pricing for Atari Works/Speedo GDOS is set. The suggested list price for Works with Speedo GDOS and 14 Bit Stream fonts is \$129. The price on MTOS hasn't been set yet, but I'm sure that it will be under \$100 US. We will also be selling a HD kit for Falcon030 buyers that don't opt to buy the HD version as an original component, and that HD will come with MultiTOS, Works, and Speedo GDOS installed on it. GA

<MIKE-ALLEN> Bob when/where can I get the AW/Speedo package? I'd like to support my dealer and can I trade gdos 1.1 in <g> ga

<BOB-BRODIE> Mike, it looks like we're about 30 days away from shrink wrap on Atari Works, and it will ship with the Speedo GDOS/font set up that I described previously. It really does look great, and I'm sure that you will be pleased. I've abandoned every other word processor that I ever used, I'm really, really happy with the capabilities of Atari Works. We'll probably be having a CO with the author of Works, Pradip, in the next few weeks here on GENIE. ga

<MIKE-ALLEN> Now for Sean@TWS.

<[Sean@TWS] S.DOUGHERTY1> How do other applications see the U:\ directory, and what would happen if one attempted to load a task into say, Atari Works or 1st Word? GA

<[Eric Smith] ST-GUEST> Drive U: looks to applications like any other drive. If someone tries to load a process into Atari Works or 1st word, they would see a whole lot of garbage in their window :-). (Actually, a sensible word processor would pretty quickly figure out that this wasn't a proper document...) GA

<MIKE-ALLEN> Next is Brian, a fellow RTC sysop

<BRIAN.H> Hi Bob and Eric!!!! I have two quick questions. A developer in the BBS stated that the TT is cancelled and this is the reason why he is not continuing with a product for the TT. Is the TT gone???

Second, is the new developer contract out to dealers??? Thanks. GA. Brian we have only a few TTs left in stock at this time, and the amount of interest in the product has dropped dramatically as the Falcon030 comes closer to the actual shipping date. We would be very happy to continue producing

TT030s, as long as we have enough interest to make it worthwhile to fire up the production lines. If there isn't sufficient interest, then it doesn't make any sense to produce say, five thousand TTs. Re the new developer contract to dealers, I think you mean the dealer agreement to dealers...we don't have any reason to send the developers agreement to the dealers! :) The dealer agreement will be going out next week via our rep firms. ga

<MIKE-ALLEN> And now the Doctor is IN.

<[Dr. Bob] W.PARKS3> First off, Thank you guys for staying so late- Don't worry, though, there's not much snow on the roads :-). Will the Falcon ship with: a) a VGA monitor adaptor b) a ST monitor adaptor c) both d) that's Bill's area :-)

<BOB-BRODIE> e) or a composite adapter f) none of the above. The video adapter is a separate item that will be purchased at the time of the sale by the customer, and HIS choice will depend on what he wants to do with his Falcon030. ga

<MIKE-ALLEN> next is Chris

<[Fiesta Atari] C.CASSADAY> Just wondering... Specifically, do Aladdin and PageStream co-exist peacefully under MTOS? Seems like I could be doing a user group newsletter right now... [:^)

<[Eric Smith] ST-GUEST> Aladdin has a nasty habit of locking the screen; while the screen is locked you can't get to other applications. But otherwise it works fine (i.e. there's no damage done, and once the screen is unlocked you can get to your other programs). So I would say the answer is probably "sort of". I haven't tried that particular combination yet, though. GA

<MIKE-ALLEN> I understand that there is a version 2.0 of Aladdin coming that should be friendlier with MTOS. Next is S.Miller

<[IRATA native] S.MILLER58> how will we go about getting MT? I would like to get a copy the day it is released, even if I have to drive to San Jose to get it. It's only 180 miles from me. And is SGDOS easy to set up and use? ga

<BOB-BRODIE> We will be selling MultiTOS to our dealers, so you will be able to order it from your dealer with little problem. Speedo is very easy to use. There is a diskette with an install program that works just fine, and prompts you through about four disks to install your printer driver, and the .ACCs for the fonts and the printer drivers. ga

To be continued next month

Moran's Minutes

by Jim Moran

MINUTES General Meeting 3/2/93

The meeting was convened at exactly 8:00:00 PM by our revered President Bob Woolley. Starting a meeting on time set some kind of record for always late Woolley but he made up for it by recessing the meeting at 8:00:01. Along about 8:07 PM always late started the meeting for real by introducing all our visitors which included most of the staff from ATARI and Lee Stiler, guest speaker from Lexicor Software.

In attendance from ATARI were Tiny Bob Brodie, Bill Rehbock (Who was chained to the only FALCON 030 in captivity), John Townsend and several others who's main function was to guard either the FALCON or Rehbock.

The President announced that nominations for club Officers will be held during the April and May general meetings and the election will be held at the June meeting. Qualifications for office are many and varied, read the list below to see if you are eligible.

#1 - YOU MUST BE A MEMBER.

A letter from Atari Interface Magazine (AIM) was discussed at great length. It appears that very hard times have hit them and they are struggling to try and survive. The bottom line is they are

cutting back every place they can and will pray for a miracle. Donated raffle prizes were displayed. (and winners were assigned)

DOM Bob Scholar demonstrated the floppy of the month on an Atari 1450 XLD. That should say, partially demonstrated, because the 1450 has a mind of it's own as to what disks it will read and when.

This months 8 Bit floppy contains two major utilities, two games and two text adventures. The database on this months disk is supposed to be one of the best.

Lee Stiler from Lexicor Software showed their new program, CYBOR COLOR, which works with all the existing Cybor programs. Two new programs were also discussed PHOENIX an object renderer and MERIDIAN a high caliber paint program that will work on all ST TT and Falcon machines while using the best features of each.

After the usual quick, dirty and crooked raffle the meeting resumed with Bill Rehbock giving a demonstration on the Falcon.

ATARI has finally figured a way to get ahead of that other unmentionable computer. (You know the one that has made Bill Gates the envy of the money

world) Until now the Atari has only needed a rather small 50 megabyte hard drive to handle most general computing. While the other one needed 250 megabytes to do the same.

Rehbock to the rescue! He was able to fill his hard drive in world record time just recording a short two minute demo. From now on you too can need a 500 megabyte hard drive.

This new program for the Falcon 030 not only allows you to record to a hard drive it also allows you to accompany yourself by playing back and then rerecording. The program showed many of the Falcon sound abilities as well as the great new sharp video.

Bill concluded his demo with a short question and answer session. Probably the most asked question was when the Falcon would be available. The best answer seemed to be almost now. The Falcon might be released any time in late March or very early April, the only date bill was sure would not be used was April 1st.

Being no further trouble to get into the meeting was adjourned at 9:55 PM.

Jim Moran - Secretary

Falcon Ships - 1,000,000 sold the First Day

APRIL FOOL!!

Alex from ATY Computers in Oakland will be the featured speaker at the April General Meeting. Don't miss what is sure to be an interesting evening. 8:00PM, Tuesday, April 6 at the San Leandro Library.

San Leandro Computer Club — Membership Application

Name: _____

Date: _____

Address: _____

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(City)

(State)

(ZIP)

Home Phone: _____

(Optional)

Membership No.

Fill in as much of the following as you wish.

Interests

☐ Business

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☐ Education

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☐ Home Finance

☐ Games

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☐ _____

What computer(s) do you use _____

To join the SLCC by mail, send \$20.00 to SLCC • PO Box 1506 • San Leandro, CA 94577-0374

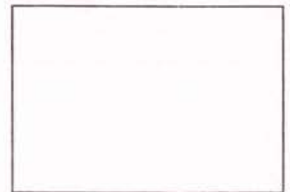
Calendar - April 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
4	5	6 General Meeting 8:00 PM San Leandro Library	7	8	9	10
11	12 ST SIG 8:00 PM San Leandro Library	13	14	15	16	17
18	19	20	21	22 ST Beginners SIG 7:30 PM	23 Publishing SIG 7:30 PM	24 Journal Deadline
25	26	27	28	29	30	

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